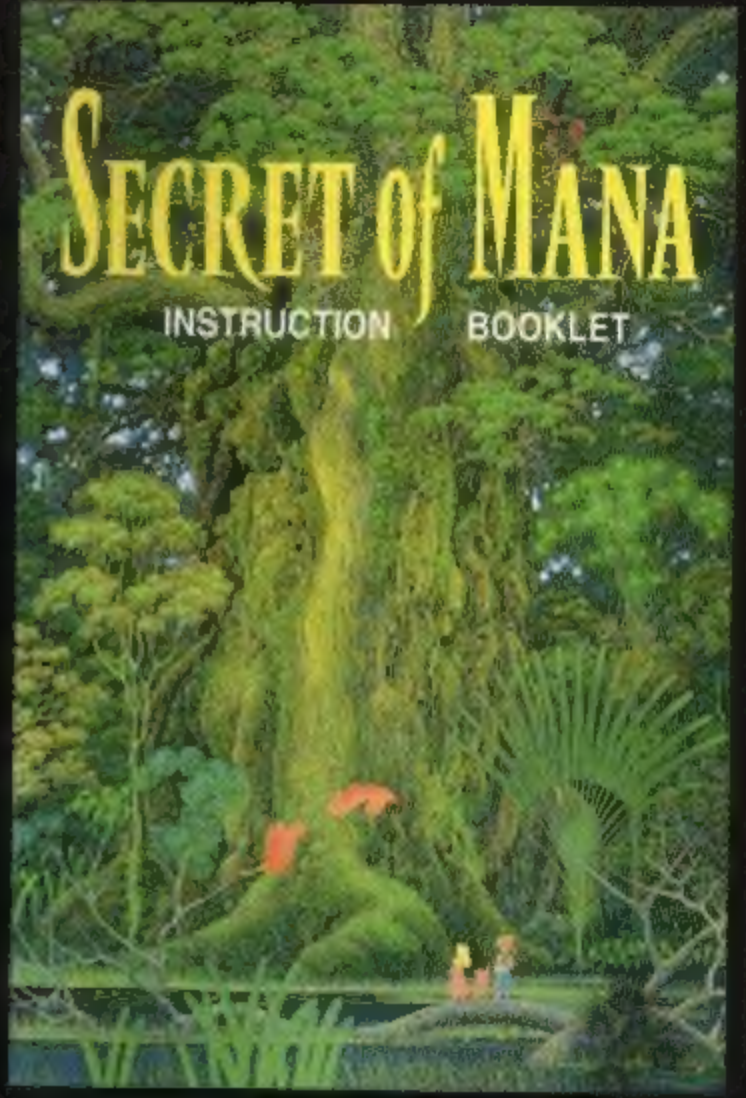
SQUARESOFT

SECRET of MANA

INSTRUCTION BOOKLET



SUPER NINTENDO
ENTERTAINMENT SYSTEM

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POWER OF LIFE

My friends, I come to you today to tell you what you must know to fulfill your quest and save our world. I have little time. Long ago, when the ancient ones grew powerful and used the energy of Mana to threaten the gods, they were struck down in violence and terror. A great hero wielded the mighty Sword of Mana to destroy the civilization of the ancient ones. After that, peace returned to our troubled world, and the Mana energy that gives life to us all was again in balance.

The Sword of Mana was buried in a rock and placed in a stream to guard a nearby village. There, it patiently rested until the day it was pulled free by you, young man. You are the one being who can release the Sword's power and restore the Mana to our once more endangered world. You have been born to seek out our enemies, who threaten the eight Seeds of Mana. If they succeed in breaking the seals that guard those Seeds, they will bend the power of Mana to evil and ravage our world. It is Mana that fills us and surrounds us, nourishing all life, balancing the good and evil forces of nature. If it should be twisted and

overwhelmed by dark forces, most of our world would be annihilated. Whatever survived would be hideously warped beyond recognition.

A vision has shown me that you are the ancient hero of our land, returned to us again in our great time of need. On the pages that follow, I wrote down all that I know. You must take this book with you as you travel, and refer to it when you forget what I say.

Seek out the eight Palaces of our world. Long ago, one Mana Seed was set in each Palace and its power used to seal the Palace off from all danger. But now the forces of evil beseige the Palaces and are breaking down the seals to steal the Seeds. You must find the eight Seeds and seal their power so you can use it. When you touch a Mana Seed, its Orb transfers to you, and you become stronger. Only then will you be able to wipe away the smear of evil that darkens our world. Do not despair, and never give up hope. Combine sword skill and magic arts. Return the Energy Orbs to the Tree of Mana and restore balance to our world.

You must succeed, Or we are all surely lost..

DESTINY CALLS...

The gods have set their mark upon you. It is your appointed destiny to seek out the eight Seeds of our withering Mana tree. The demons who seek them are scattered across this land—thrash them! Protect the magical Seeds!

A LONG TIME

This is no idle quest, to be started and finished in one day. You must explore all the land, descend into vast mazes beneath dark castles, and build strength. Your journey may last nearly 70 hours...

THE MANA SEEDS

The ancient Mana Tree bestows life and harmony on our world. It balances good and evil within itself and so balances us all. But now that the Seeds are threatened, the scales are tipping to the side of darkness. If you cannot defend the Seeds and the Tree, our land will be torn apart in the conflict.

THE MANA TREE

The Mana Tree was created to be the guardian of peace, free from emotion or influence.

TRIBE OF MANA

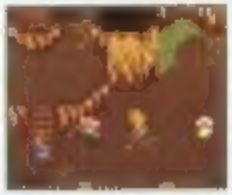
This tribe of wise men and wise women is dedicated to sustaining the balance of the Mana Tree. They work to keep both its dark and light sides equal, so that neither becomes too powerful and threatens the safety of our land.

SYMBOL OF MANA

The Tree of Mana was planted on our world by the gods at the dawn of time to stand as an everlasting symbol of the power of Mana. The energy of Mana swirls about our world like the breath of the gods, giving us magic, life, and balance.

FIND ALL THE SEEDS

The people of our land are near despair, as the Seeds fall under the influence of evil. Search through dark caverns and deep waters, enter evil forests and destroy foul enemies. Let nothing prevent you from locating all eight Seeds!



CONTROLLER

To perform the actions that are necessary to your survival and success, you will need to use these Buttons and the Control Pad. Some Buttons have more than one function, depending on what your situation is when you press them.

To Reset the game hold down the L and R buttons, Start and Select, at the same time.

✥	Press the Control Pad to walk around: East, West, North, and South. When a Ring Command is displayed, push the Control Pad left or right to spin the Ring one way or the other.
X	To bring up the Ring Commands of your allies, simply push the X Button.
Y	Push Y to open your Ring Commands or close your allies' Rings. Use Y to end conversations. Also use Y to pause the game.
A	Press and hold the A Button to Dash.
B	You must press B for a number of actions: talking with people, selecting options from Ring Commands, and activating weapons.
START	If you have plugged in the 2nd or 3rd Controller, you must push the Start Button to join in the quest (see Page 34).
SELECT	To switch the Controller manipulating each of your heroes, push the Select Button (see Page 34 for more information).

BUTTONS OF POWER

Below are more details about the Buttons you will use most often. The Buttons are described as in their original setting. More explanations will be provided later in this book.

B BUTTON

Pressing the B Button when you confront an enemy will let you fight. Of course, being the heroes of our land, you cannot attack defenseless creatures. While you are in town, pushing B begins a conversation.

CONTROL PAD/B BUTTON

When a Ring Command is on screen, you will use the Control Pad to rotate it. When the item you want is in the box, pushing the B Button will select it. The Rings that appear in shops work the same way.

Y BUTTON

To see your Ring Commands, hero, press the Y Button. Push Y again to close the Rings. When your allies' Rings are on display, push Y to return to the hero's Rings, and Y again to close them. To pause the game, press Y. Press Y again to resume play.

X BUTTON

Push the X Button to select an ally's Ring Commands. Press X again to switch to the other ally's Rings. To close either allies' Ring Commands, press the Y Button twice.

SETTING FORTH

Our hero shall begin his quest alone, to be joined later by two allies. Once you turn on the game and the Title Screen appears, push any Button. The next screen displays two options: Start New Game and Game File.

START NEW GAME

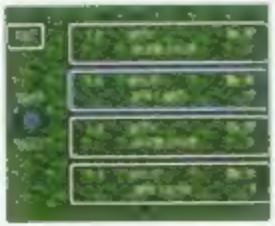
To begin your quest at the very start, select Start New Game with the Control Pad and push B. A new screen will appear, where you will enter your chosen name.

YOUR NAME

Choose a name that will instill respect and fear in the hearts of all you meet. Your name can have up to six letters. Press Start, and a vision of the quest will appear.

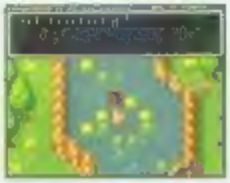
CONTINUE QUEST

If you have already begun a quest and saved it, you can return to it at the point where it was last saved. You can save up to four different quests at a time.



HERO'S FUTURE

Young hero, allow me to foretell your future. I can see a little, and guess much more. You will go to the Great Falls with your friends, slip, and fall to the water below. On your way home, you will find a sword thrust into a stone and remove it.



The road back to Potos, your village, will be crowded with many beasts, and you shall have to fight for your life. Safely home, you will learn that the sword you found was the guardian of your village. Its protection is now lost.

The villagers shall be furious with you for what you unknowingly caused. They banish you, and you become outcast, homeless because of a sword. But it is the Sword of Mana, and you can save your village, if you destroy all enemies!

TIMELY ASSISTANCE

A Walk-Through for the first part of the game starts on Page 46. Use this to get yourself started. For further help, a Strategy Guide is available. See Page 62 for details.

THE LAND AROUND YOU

As you travel across our troubled world, on screen you will see the area around you; you will see yourselves and your conditions. The information that will be visible to you is described below and on the following pages.

HIT POINTS

Each of you can withstand some blows. The number on the left is the life left in this character; the number on the right shows the maximum life you can hold.

WHICH ONE?

The number shown here indicates the active Controller.

WEAPON POWER

Power up a weapon by holding down the B Button. The power of that weapon will be displayed here.

CHARACTER ICON

As your allies appear, their faces will be shown here. By the face, information about each is given. This will be visible at all times.

RING COMMANDS

Each of you has more than one Ring Command. To rotate the Rings, push the Control Pad left or right; push up or down to move from one Ring to another. When the item you want is in the box at the top of the Ring, push B.

THE MAGIC RINGS

While the hero has three Rings, your allies each have four. The fourth Ring displays the Spells of that particular ally.

MERCHANT RINGS

When you are in a shop and ask to see what is for sale, a Ring appears. Use this Ring like all the others to select the item you want. Its cost will appear in the Shop Keeper's conversation window. Your money is shown in the middle of the screen.

EDIT RING

On this Ring you will find information about items, your condition, and your weapons. You can also adjust the screen and take action. The seven options available to you in this Ring are explained on the following pages.

WINDOW EDIT
TARGETING
CONTROLLER EDIT
STATUS
WEAPON/MAGIC LEVEL
ACTION GRID
EQUIP ARMOR

WINDOW EDIT

The Window Edit icon is shown in the photo to the right. If you select this option, you can change message window color and switch frames and backgrounds for a little variety.

COLOR

Change the message window color. Hold down the indicated Controller Button while pushing the Control Pad left or right to change colors.

FRAME/ BACKGROUND

You can see the different Message Window styles by pushing the Control Pad up, down, right, and left. Press Select to Exit.

TARGETING

When you select the Target icon from the Edit Ring with an ally, the Hand of Fate appears. Position it at the enemy you want to attack and push B. This way you can attack another enemy and your allies will attack the targeted enemy.

NAME TARGETING

The Hero can use the Target function to find out the name of a particular enemy on the screen. You cannot Target anything in towns.

CONTROLLER EDIT

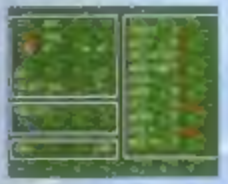
The Controller Edit option of the Edit Ring is for those independent souls who prefer to set their own Button functions. You can even flip the Control Pad commands so that you can hold the Controller in the reverse position.

CHANGING BUTTONS

Press and hold down the Button which you want to change. Push the Control Pad left or right to select the function you now want that Button to have. Release the Control Pad and Button. Do this for all of the Buttons you want to change. Or, to flip the Control Pad directions, push L or R.

STATUS

Choosing the Stat icon on the Edit Ring will bring up four windows, which are described below. While the stat windows are up, push B to check the statistics of the other characters.



MANA POWER

This window displays the total number of Mana Seeds that have been absorbed by your party.

ABILITIES

You are each gifted with many skills, and that is why you have been chosen as our heroes. In this window you can review the extent of your abilities, ranked on a scale of numbers. The higher the number the better. As you face frightful peril and survive, and as you learn and grow stronger and wiser, your ranking will increase.

EXPERIENCE & LEVEL

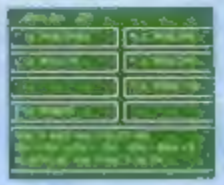
The number of experience, magic points you have and your current level appear here. You are also shown how much more experience you need to move up one level.

MONEY

The currency of our world is known as Gold Pieces. You will need it to buy many things as you travel.

WEAPON/MAGIC LEVEL

Choose the Level option on the Edit Ring to check the rating of your weapons and magic. The level of each weapon and spell will be shown on a scale of 0-8, with 8 the strongest.



SPECIFIC WEAPONS

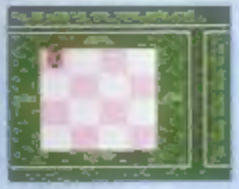
To examine a particular weapon, Press B to bring up the highlight box. Move it to any weapon and press B again. The power of that weapon and other important information about it will be displayed. It is wise to become familiar with all the weapons in your possession.

ALLIES' MAGIC LEVEL

Once you have selected Level from the Edit Ring and the weapon screen appears, push R to view the spells available to your allies. Highlight a specific spell the way you do a particular weapon to see what each spell does and its level.

ACTION GRID

Use the ACT (Action) option on the Edit Ring to issue various commands to the computer-controlled members of your party. Establish how aggressive they can be and set their weapon power.

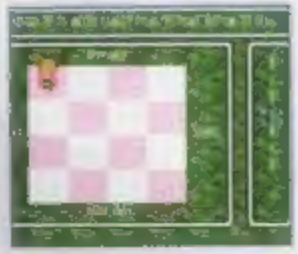


ATTACK CHART

The attack chart offers 16 positions, so find the one that best suits your Allies. When you are starting out and feeling weak, place your Allies in the lower right corner of the chart. Here, they will focus on defense and have very little aggressiveness. As they become stronger, and their levels increase, move slowly up toward the left corner. In the upper left corner, they will concentrate on attack and do little to defend themselves.

WEAPON POWER

You can set the attack power of a weapon at any level up to its current maximum setting. Bear in mind, however, that a high attack power means it will take longer to recharge the weapon's power meter when you are in the heat of battle. This is only for computer controlled characters.



EQUIP ARMOR

When you need to change armor, because you have bought a new kind or because you know that in the next battle you will need something special, select the Equip option from the Edit Ring. Rings showing your armor appear.

CHOOSING ARMOR

A face next to armor means it is being worn by that person. At the top of the screen, information about a selected item appears. The number to the left shows the power of the armor you are wearing. The number to the right indicates the power of the armor selected in the box.

SELL THE OLD

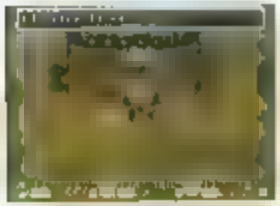
Old armor will weigh you down and clutter your Rings. Whenever possible, sell off the old items in weapon stores or to Merchants. If you don't want to wait and sell your old armor, throw it away.

DISPOSAL

To dispose of armor that can't be sold, position it in the Ring's box and push B. The item will begin to flash. Rotate the Ring until the trash can is in the box and push the B Button again.

ITEM RING

On this most perilous quest, you will need the assistance of many potent and magical items. Some you will find in hidden chests, others you will tear from the grasp of defeated enemy lords, and still others you can purchase. Place items in the box to gain information about them.



You have room to carry more than one of certain kinds of items. Since you will travel long distances, try to keep your packs well supplied, especially outside of towns.

ITEM USAGE

The Item Ring displays all of the objects currently being carried by your party. To use an item, [illegible] the Item Ring and push B. [illegible] the item at that time, you will immediately do so. Otherwise, a message is displayed telling you different. With some items, the Hand of Fate appears. You must position the Hand on whatever you wish to [illegible] and push B.

A list of all the items, complete with full descriptions of what they do appears on page 42.

WEAPON RING

You must face each enemy, every peril, with the proper weapon in hand. Place a weapon in the box to check its power. The number to the left indicates the relative strength of your weapon; the number to the right shows how much stronger or weaker the selected weapon is.

As you collect new weapons, the Weapon Ring expands. You can never sell or dispose of weapons. The risk of having them fall into enemy hands is far too great.

CHANGING WEAPONS

Enter your Weapon Ring when you want to take up a different weapon. The [illegible] the weapon [illegible] weapon [illegible] at the top of the screen [illegible] the message [illegible] the weapon you want to the box at the top of the Ring and push the B Button twice.

A list of all the weapons you will use throughout the game appears on page 40.

SPELL RING

As you know, only your allies can wield the magic of the elements. Whenever you find an Elemental its spells are transferred to your allies. They cast the magic of seven elementals but each ally uses the spells differently.

SPELL CATEGORIES

Push X to enter an ally's Ring Commands, and go to the Spell Ring. You can see your current and maximum magic points here. Elementals you can presently call are also shown. Place an Elemental in the box and its name appears.

SPELLS

Once you've selected an Elemental, the list of spells is shown in a small Ring. Place a spell in the box to see its name and the number of magic points needed to cast it. Push Y to return to the Spell Ring without casting a spell.

CASTING SPELLS

Position the spell you want to use in the box and push B. The Hand of Fate appears. Push up and down on the Control Pad to move the Hand from target to target, then push B. You can also target multiple monsters or your entire party by moving the Hand until the word "All" appears, then pushing the B Button.

[redacted]

A complete list of the Elementals, including their names and the spells they can provide, starts on Page 36 of this book.

THE MIGHT OF MAGIC

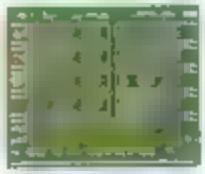
Your allies must not hesitate to throw their magic against the hundreds of enemies you will face. Attack from a distance with mighty spells and bring down the powerful enemy lords with magic. Use magic to strengthen your partners and enhance their weapons in battle.

FAERIE WALNUTS

Always maintain a full supply of Walnuts. This nutritious snack will restore your magic points when selected and eaten.

SPELL LEVELS

Select the Level option on the Edit Ring then press the R Button to see the magic skill info. The number beside the spell icon indicates the level of that spell. Level 8 is the best. The number next to the level rises every time the spell is used. When this number reaches 100, the level of the spell will increase by one level depending on the number of Mana Seeds you have in your status screen.



CRYSTAL ORBS

On your quest, you will have to cast spells on objects as well as enemies. Use magic on crystal orbs, to make them perform certain actions. Use the Analyzer spell on orbs to see which Elemental will work.

BATTLE STRATEGIES

It will be impossible for you to avoid fighting as you fulfill your quest. Indeed, you must seek out battle so that you can grow strong and experienced. Enemies will constantly chase you, but you can avoid engaging them in combat by escaping. Outrun the enemy if it pleases you.

ATTACK

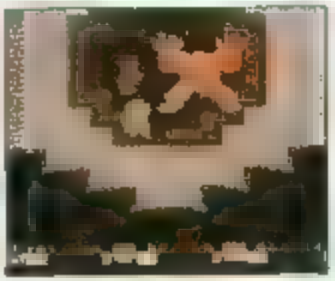
When you are confronting an enemy and eager for battle, push B and you will attack. Then watch the power meter in your status window climb back to 100%. When it does, you can strike again at full power.

POWER ATTACK

To land a mighty blow on your opponent, press and hold the B Button down. When the power meter in your status window reaches 100%, continue holding B. A power bar appears and begins building up to the current level of your weapon. Once it reaches that point, you will attack. Be warned, though, that this maneuver takes time and you are open to attack while you are waiting to charge up your meter.

ENEMY BOSS

An enemy boss is bigger and more powerful than his men—that's how he earned his rank. When you meet a boss, use magic and the power attack to defeat him. If you win, you will gain important items and information.

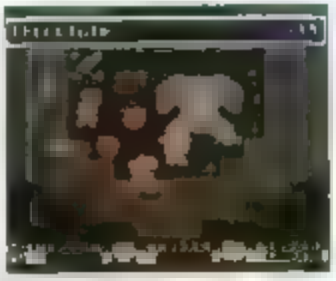


SPELL FIGHTING

While battling a boss, cast healing spells on the other party members, and use attack spells on the enemy. Some bosses are immune to most kinds of spells. You must experiment to learn which are the most effective. Cast Analyzer on a Boss to see what it is weak against.

SURVIVAL

The best way to ensure that you will survive a fight is to go into it prepared. Have all the healing and strengthening items you can hold. Also make sure you are wearing the most powerful armor you can afford. When locked in combat, practice different battle techniques until you learn which works best in each situation.



LEVEL UP

The land you will be journeying through is filled with a thousand dangers. Many of the challenges you face will be beyond your strength. At such times you must seek out enemies and do battle with them. Once you have built up your level, return and face the challenge again.

EXPERIENCE

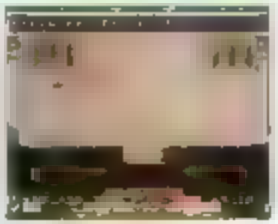
Every time you defeat an enemy you gain experience points. And once you have achieved a certain number of experience points, your level will increase by one.

STATUS

To see how many more experience points you need to move up one level, select the Stat option on the Edit Ring and check the number next to FOR NEXT LEVEL.

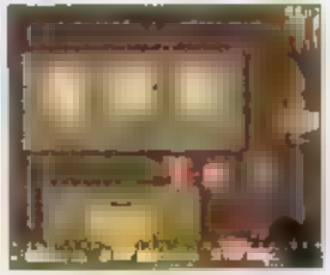
WEAPON LEVEL

You can raise the level of your weapons simply by fighting and destroying enemies with them. The higher the level of that weapon the more damage it will do. Maximum weapon levels are determined by the number of weapon orbs you've collected.



MAGIC LEVELS

Before venturing forth into the truly dangerous realms of our world, improve your spells, especially those used to heal and strengthen your party. To increase the level of a spell, a good idea is to go to an Inn and stand outside. Cast the spell that you want to improve on the members of your group. Check the status screen to see how many points you need to raise the spell to a new level. Enter the Inn and sleep to recover magic points. To improve your offense spells, you will have to seek out enemies and engage them in battle. Maximum spell levels are determined by the number of Mana Seeds shown in your status screen.



FRIENDS AND SERVICES

Most of the inhabitants of our suffering world have retreated to the towns. When you enter a town, you must speak with everyone to collect valuable information. You can also purchase items and rest at inns. Occasionally you will meet people in the country. Talk to them as well.

CONVERSATION

Open a conversation with everyone you meet. Do not hesitate to speak with the same person twice; they often have new information to share with you. Write down any clues.

STOCK UP

Before leaving a town to brave the wild country, visit a store to buy all the items you may need. Fill your packs and purchase the best armor you can afford. Save your progress at an inn before departing.

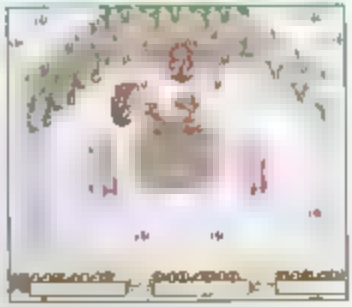
WEAPON SMITH

After receiving a weapons Orb, seek out Watts, the weapon smith. Select a weapon from your Weapon Ring. He will forge that weapon to its new form for a small fee.

INN

When you enter an Inn, the Innkeeper will ask whether you want to stay. If you answer yes, the hit points and magic points of your party will be restored. The Innkeeper will next ask if you would like to save. You should always save your progress. When you answer yes, a list of the four files where you can save appears. Select the one you want by pushing up or down on the Control Pad. If members of your party perish, their ghosts follow you until you enter an Inn. When you sleep at an Inn, life is restored to them, as well as full hit and magic points.

TRADER CATS



Do not fear these feline creatures. They allow you to save your progress, though you cannot sleep in their presence. Many of these cats are eager to sell you certain items, if you have the money to buy. And they are usually willing to purchase any armor or items you no longer need.

MODES OF TRAVEL

You will travel mostly on foot as you wander across the land in search of the Mana Seeds. At times, though, you will find other ways to get around. You may fly on the back of a dragon, soar like a cannon ball, or be sent instantly from one place to a far distant site.

SIGNS

Signs are set along many of the roads you travel. Walk up to a sign and press B for information. The sign will show you the names of nearby towns and landmarks, and the direction in which they lie.

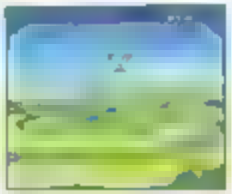
CANNON TRAVEL

Cannon travel agents can be very helpful to you. Once you talk to them, they will offer to blast all of you to a distant place for a few G.P. Choose a site with the Control Pad and push B to take off.

FLAMMIE DRUM

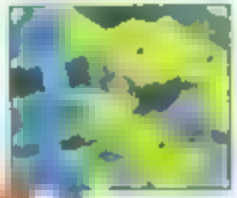
Late in your quest, you will recieve a Flammie Drum. When you use this drum, a friendly dragon appears and sweeps all of you into the air. To see the World View, push Start while you are flying. Press the L or R Buttons for yet another view. Push B to return to normal vision. Flammie cannot find you when you are inside a building or underground.

DRAGON FLIGHT



When flying on the back of Flammie, push A to soar higher and B to drop down. Press the L or R Button for a top-down view. Use the Control Pad to guide the dragon in different directions. Use the N, S, E, W compass at the top of the screen to find your way.

LANDING



Flammie cannot land on buildings or among trees, so choose a site carefully. Use his shadow to target a spot, and push B constantly until Flammie finds room to drop you off.

OBSTACLES

Your honorable quest will lead you through many strange new places where you may find your path blocked or threatened by never before seen objects. You can usually get around most of these obstacles, with a little clever thinking. Use items you have with you or that you find nearby to tear down, or go around, roadblocks.

UNDER-BRUSH	When bushes and tall grass are growing in the way, use your sword to mow them down.
FLOWERS	Beware these pretty fiends—they see you as a snack! Slash them aside with your weapon.
CHESTS	Inside these chests are either treasures that will help you or traps that will destroy you!
SKULL-SWITCHES	Strike a skull with your weapon to trigger the switch of power hidden behind it.
TELE-PORTERS	Step onto this pad and all of you will be transported immediately to a nearby location.
ROCKS	When boulders and rocks crowd your path, try shattering them with blows from an axe.
STAL-AGTITE	These stone spikes will stop you, unless one of you can swing an axe to chop them down.
POLES	Near ravines you may see poles for crossing. Use a whip to snag them and pull your party over.
HIGH STEPPERS	Approach this strange blob and you will find yourselves bouncing up to higher ledges.
CRYSTAL ORBS	Try casting spells on these mighty crystals to activate their magical switches.

SPECIAL ACTIONS

At times, you will need to use your weapons and items for purposes other than fighting. When you are in a difficult situation, always remember to experiment with your magic, weapons, and items in new and different ways.

SWORD

While walking around out on the land you will find grassy areas that you can cut down with your sword. Don't spend too much time doing this as you will not find anything of interest. Some low brush must be cut down for you to pass over it.

WHIP

When a ravine blocks your path, search both sides for crossing poles. Take up a whip and stand opposite the pole on the far side. Choose your position with care, then swing the whip.

AXE

As you travel underground, boulders and stalagtites will prevent your passage. Equip the axe and deliver powerful blows to the stubborn rock.

FLAMMIE DRUM

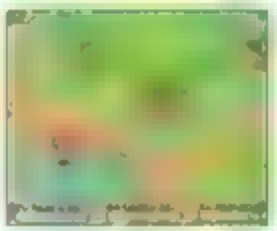
Flammie will come to you when you use the drum, if he can. However, because of his great size it is impossible for him to squeeze into buildings. And since he fears the dark, he will not go underground.

ADDITIONAL PLAYERS

If you have a multi player adapter for your Super NES, up to three people can go questing for the Mana Seeds at once. Without the adapter, two people can search for the Seeds. When three people band together, each takes a role and participates in all of the action.

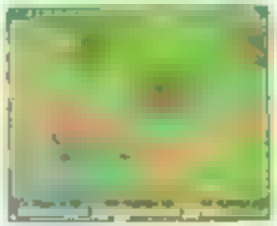
ONE PLAYER

You can be any one of the three heroes at any time during the quest. To switch from one to the other, press the Select Button on Controller One. The number one will appear next to the face icon of your character in the stat bar.



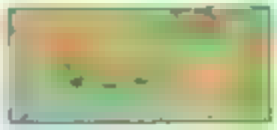
TWO PLAYERS

A second player can enter into the quest at any time by pressing the Start Button on Controller Two. The second player can switch between the two heroes not being manipulated with Controller One by pressing the Select Button. To quit, press Start again.



THIRD PLAYER

A third player can join the quest or quit, as does the second player.



THE HEROES

You, our hero, shall begin this noble quest alone. Before long you will be joined by two others. You three will never separate, unless one is lost or perishes. At such times, progress should stop until the stray is found or restored.

HERO

Young hero, you were marked by the gods at an early age when you were guided to the ancient Sword of Mana. Your sword skill will become unequaled. When a weapon is in your hand, you will be unstoppable.

ALLY

You are an active young Sprite. The hero finds you soon in the Dwarf cave. You are aggressive, and will excel at casting attack spells, especially when confronting the enemy lords.

ALLY

You are a very gentle, but strong willed young lady and have spent your life learning the healing arts and studying how to give strength to others. When in the thick of battle, you will enhance your friends' abilities and cure them of injuries.

SPRITE MAGIC

Little Sprite, the spells on these two pages are yours. Find the Elemental named to obtain the spells listed. Most of your magic is best used in combat. When you cast a spell on multiple victims, the effect of that spell grows weaker.

GNOME

EARTH SLIDE
3MP
A large slab of mud drops on enemies

SPEED DOWN
MP
Vines grasp your enemy, slowing him

GEM MISSILE
2MP
A shower of sharp jewels shreds the foes

UNDINE

FREEZE
2MP
Your enemies will be temporarily frozen

ENERGY ABSORB
2MP
The enemy's life points transfer to you.

ACID STORM
4MP
A corrosive gas attacks your foes

SALAMANDO

FIREBALL
2MP
Shoot blazing fireballs with this

LAVA WAVE
4MP
A tide of molten rock drowns the enemy

EXPLODER
4MP
This spell will blow up enemies

SYLPHID

AIR BLAST
2MP
Three gale force winds blast the enemy

SILENCE
2MP
Your enemies will be strangely confused

THUNDER BOLT
4MP
Burn up your foes with this sizzler

LUNA

CHANGE FORM
5MP
Randomly converts one enemy to another

LUNAR MAGIC
8MP
This spell is crazy like moonshine

MAGIC ABSORB
MP
Steal your foe's magic points

SHADE

EVIL GATE
8MP
A wave of night sweeps over enemies

D SPEL MAGIC
4MP
Turns an enemy's magic attack

DARK FORCE
2MP
Orbs of darkness attack your enemies

DRYAD

BURST
4MP
Ultraviolet rays crisp the enemy

SLEEP FLOWER
2MP
Sends your enemy into a deep sleep

THE GIRL'S MAGIC

Young lady, you will use the magic of the same Elementals, but instead of Shade, you will take the magic of Lumina. To cast a spell on a weapon, point the Hand of Fate at the person(s) holding it. Enhancing spells are temporary.

GNOME

STONE SABER
4MP
A weapon under this spell turns foes to stone.

DEFFENDER
4MP
Improves your party's defense skills.

SPEED UP
3MP
Increases hit and evade points.

UNDINE

ICE SABER
2MP
Weapons under this spell ice up enemies.

REMEDY
MP
Cures a person who has been poisoned.

CURE WATER
2MP
Restores a portion of someone's hit points.

SALAMANDO

FLAME SABER
2MP
Puts the power of fire magic in a weapon.

BLAZE WALL
4MP
A wall of flame falls upon enemies.

FIRE BOUQUET
3MP
Cast this to drop enemy attack power.

SYLPHID

THUNDER SABER
3MP
Weapons will strike with thunder's might.

ANALYZER
1MP
Sniffs out enemy traps or weak spots.

BALLOON
2MP
Cast this to immobilize enemies.

LUNA

MOON SABER
[illegible]
Increase your hit points as you topple foes.

MOON ENERGY
2MP
Raises the number of your critical hits.

LUNAR BOOST
2MP
Allies focus on attack not defense.

LUMINA

LIGHT SABER
5MP
Weapons gain the power of light.

LUCID BARRIER
4MP
Protection from weapon attacks.

LUCENT BEAM
2MP
Enemies will be hit by a blast of pure light.

DRYAD

REVIVIFER
0MP
Restores life but not Hit Points.

WALL
6MP
Makes a barrier to ward off magic.

THE VAST ARRAY OF WEAPONS

Eight types of weapons are used in combat on our world, and there are eight levels for each type. You must choose the most effective weapon for every situation you will face. Also, you will find that you can wield some weapons very well, and others not. To see onscreen weapon information, choose Level on the Edit Ring. Highlight the weapon you want to check, and press the B Button to see a brief description at the bottom of the screen. (See Page 17.)

SWORDS

The Sword of Mana [illegible] a fabled sword in every little [illegible] and [illegible]. As [illegible] to reforge your old weapon to make a new one. Its levels are:

1. Rusty Sword
2. Broad Sword
3. Herald Sword
4. Claymore
5. Excalibur
6. Masamune
7. Gigas Sword
8. Dragon Buster

GLOVES

Don [illegible] powerful hand gear and [illegible] your enemies into oblivion.

1. Spike Knuckle
2. Power Glove
3. Moogle Claw
4. Chakra
5. Heavy Glove
6. Hyper-Fist
7. Griffin Claws
8. Dragon Claws

AXES

You can use axes in many different ways. Attack venomous plants and trees with an axe, or break apart certain rocks.

1. Watt's Axe
2. Lode Axe
3. Stout Axe
4. Battle Axe
5. Golden Axe
6. Were-Buster
7. Great Axe
8. Gigas Axe

POLE ARMS

Wield a spear when you don't dare get too close to your foe. You will find spears helpful when fighting dragons.

1. Spear
2. Heavy Spear
3. Sprite's Spear
4. Partisan
5. Halberd
6. Oceanid Spear
7. Gigas Lance
8. Dragoon Lance

WHIPS

If you are being attacked by [illegible], use [illegible] to arm yourself with a whip. Also use whips to snag poles to cross ravines.

1. Whip
2. Black Whip
3. Backhand Whip
4. Chain Whip
5. Flail of Hope
6. Morning Star
7. Hammer Flail
8. Nimbus Chain

BOWS AND ARROWS

Shoot arrows over long distances and different levels—the enemy can't lay a hand on you!

1. Chobin's Bow
2. Short Bow
3. Long Bow
4. Great Bow
5. Bow of Hope
6. Elfin Bow
7. Wing Bow
8. Doom Bow

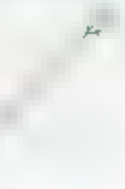
BOOMERANGS

When you throw a boomerang, you have a better chance of making a critical hit. It's also a good distance weapon.

1. Boomerang
2. Chakram
3. Lode Boomerang
4. Rising Sun
5. Red Cleaver
6. Cobra Shuttle
7. Frizbar
8. Shuriken

DARTS

Arm yourself with a dart, and then use it in battle to hit enemies who are at some distance from you.



1. Pole Dart
2. Javelin
3. Light Trident
4. Lode Javelin
5. Fork of Hope
6. Imp's Fork
7. Elf's Harpoon
8. Dragon Dart

ITEMS

To purchase new items that will help you in your quest visit shops. You will find that the price of things varies from town to town. Chests hold items that may be of use to you as well but remember that they may also hide traps. You can carry four of each item except the rope, Flammie Drum, Moogle Belt and Midge Mallet.

CANDY

You will be able to buy candy in most stores and it frequently appears inside chests. Eat some of this sugary treat to quickly restore your hit points.

CHOCOLATE

You will get more energy from eating chocolate and it will raise your hit points more than candy. Unfortunately it is also more expensive than candy.

ROYAL JAM

Made from the royal jelly of the Buzz Bee queen, this tasty snack has magical properties. It replenishes the hit points of the one who eats it to it's full capacity.

FAERIE WALNUT

You will need to keep a full stock of Faerie Walnuts. Whenever you eat one, it will restore your magic points to maximum.

MEDICAL HERB

Try to keep this in your packs always. If you are poisoned by an enemy or a chest with needles, Moogles etc. take this herb.

CUP OF WISHES

Hold this magical cup to the lips of one who has fainted and the person is restored with full hit and magic points.

MAGIC ROPE

When you become lost or endangered in a castle, dungeon, or forest, use this to return to the beginning of the area.

FLAMMIE DRUM

You will find this wondrous drum as you near the end of your quest. When you pound on it Flammie shall appear.

MOOGLE BELT

When one or all of you have been moogled by an enemy's magic, use the Moogle Belt to return to your normal self.

MIDGE MALLET

Only one Mallet exists. It will shrink or enlarge all of you. Use it when you have been shrunk by enemies.

BARREL

Wear this barrel when you must race through a dangerous area. It protects you, but you cannot use your weapons.

ARMOR

Below are named and described all of the types of armor available to you. Some of you won't be able to wear certain kinds of armor. The faces of those who can wear the armor appear in the Ring when you are purchasing it. Use this chart to see the protection each armor provides before buying it.

BANDANNA PROTECTION 2	DRAGON HELM PROTECTION 66
HAIR RIBBON PROTECTION 3	DUCK HELM PROTECTION 78
RABITE CAP PROTECTION 5	NEEDLE HELM PROTECTION 140
HEAD GEAR PROTECTION 7	COCKATRICE CAP PROTECTION ..... ???
QUILL CAP PROTECTION 10	AMULET HELM PROTECTION ..... ???
STEEL CAP PROTECTION 13	FAERIE CROWN PROTECTION ..... ???
GOLDEN TIARA PROTECTION 17	OVERALLS PROTECTION 3
RACCOON CAP PROTECTION 21	KUNG FU SUIT PROTECTION 4
QUILTED HOOD PROTECTION 26	MIDGE ROBE PROTECTION 7
TIGER CAP PROTECTION 32	CHAIN VEST PROTECTION 10
CIRCLET PROTECTION 38	SPIKY SUIT PROTECTION 13
RUBY ARMET PROTECTION ..... ???	KUNG FU DRESS PROTECTION 17
UNICORN HELM PROTECTION 55	FANCY OVERALLS PROTECTION 22

CHEST GUARD PROTECTION 28	COBRA BRACELET PROTECTION 6
GOLDEN VEST PROTECTION 34	WOLF'S BAND PROTECTION 8
RUBY VEST PROTECTION 43	SILVER BAND PROTECTION 10
TIGER SUIT PROTECTION 52	GOLEM RING PROTECTION 13
TIGER BIKINI PROTECTION 64	FROSTY RING PROTECTION 16
MAGICAL ARMOR PROTECTION 78	IVY AMULET PROTECTION 20
TORTIS MAIL PROTECTION 95	GOLD BRACELET PROTECTION 24
FLOWER SUIT PROTECTION 115	SHIELD RING PROTECTION 29
BATTLE SUIT PROTECTION 139	LAZURI RING PROTECTION 35
VESTGUARD PROTECTION 240	GUARDIAN RING PROTECTION ..... ???
VAMPIRE CAPE PROTECTION ..... ???	GAUNTLET PROTECTION 90
POWER SUIT PROTECTION ..... ???	NINJA GLOVES PROTECTION ..... ???
FAERIE CLOAK PROTECTION ..... ???	DRAGON RING PROTECTION ..... ???
FAERIE'S RING PROTECTION ..... ???	WATCHER RING PROTECTION ..... ???
ELBOW PAD PROTECTION 2	IMP'S RING PROTECTION ..... ???
POWER WRIST PROTECTION 4	AMULET RING PROTECTION 95

TRAVELER'S LOG

Young hero on the following pages, I have recorded some steps you must take if you wish to begin your quest successfully. I cannot tell you how to proceed all the way to the end, for who can know whether any of us will survive that long? I must also warn you that there are several ways to make your way through this ordeal. No single way is the "right" way.

1 GET THE RUSTY SWORD

One fateful day, you find the Rusty Sword embedded in stone. Because you need something to cut down the bushes, you pull it free. But your action breaks the seal that holds the local monsters at bay and protects Potos, your town. Now as you try to return home, you face a hundred foes.

2 BUILD YOUR LEVEL

As you fight your way through the hordes of famished monsters that are taking advantage of their new freedom, try to find candy. You must collect and eat it whenever you need to regain your strength. Attack monsters to build up your sword to level one. Your combat experience and candy snacks will help increase your level. Try to reach level three before you get to Potos.

3 VISIT THE ITEM SHOP

Once back in Potos, visit the Item Shop. If the store has bandannas, buy one. If you have room in your pack for more candy, buy some of that, too.

4 EQUIP ARMOR

It may not look like much protection, but your new bandanna will function as armor. Put on the bandanna as described on Page 19, by opening the Edit Ring and selecting Equip. Once you are wearing the bandanna around your head, you will see that your armor is level two.

5 SAVE GAME

Take time to stop at the local Inn and save your progress. If you truly wish to succeed in your quest, you should visit Inns often to save and recover.

6 TALK TO THE TOWNSPEOPLE

Approach the people of Potos and engage them in conversation. Be sure not to miss the Elder. He has much to say about that Rusty Sword you found in the stream! After he speaks with you, an earthquake rocks Potos. You and your friend Elliott fall into a gaping pit. Brace yourself because you are about to battle a giant ant!

7 MANTIS ANT

The dread Mantis Ant is the first enemy lord you will meet. Once the protective power of your sword was removed from Potos, the Mantis Ant raced to the town to try to take the sword for himself. The earthquake was actually the Ant digging his way under Potos to reach you. Like many of the enemy lords, he can sense the presence of the Sword of Mana. Use your hard won experience to defeat the Ant.

When you defeat the Mantis Ant you will find the powerful Sword Orb which draws its power from a Mana Seed. When you find Watts the blacksmith he'll put the Orb to good use.

8 STAY IN POTOS

Once the dust clears from your battle, Jema, a knight from a distant land, approaches to see if you are alive. He is relieved to find you well, and gives you much useful advice. Return to the Elder and speak to him some more. Go downstairs in his house and open the chest. Talk to villagers again. While you are doing this, the townspeople are meeting to discuss your punishment for removing the protection from Potos.

You are banished from Potos forever, never to return, unless you clear the world of monsters and danger.

9 JOURNEY TO THE WATER PALACE

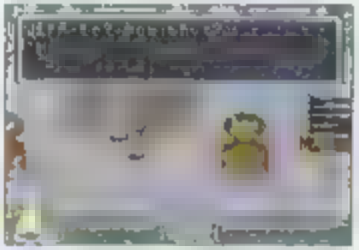
Go to the Water Palace after you leave Potos. You can reach the Palace by walking, or you can find Cannon Travel and get a boost. Jema has already paid the required fee, so you can fly free. If you decide to walk, however, try to find Neko's Item Shop along the way.

Neko has a well stocked shop. You should purchase the Wristband, and any other items that appeal to you, and you can afford. Equip the Wristband once you have it.

10 TALK TO SOLDIERS

As you approach the beautiful Water Palace, you will encounter five soldiers. One of them is Dyluck—remember his name and face. Be sure to talk to each of the guards until his duty hour is up and he leaves the screen. Then continue north to the entrance of the Palace.

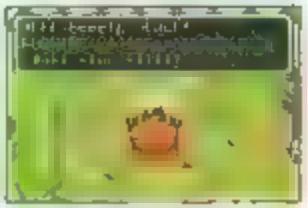
11 TALK TO LUKA



Jema meets you at the front door of the Water Palace and leads you to Luka. She has much information for you about the sword, the Mana Seed, and the Empire. While you two are conversing, Jema heads out for Pandora. Continue speaking with Luka and politely answer all of her questions. If she likes what she hears, she will tell you about the other Mana Seeds.

Luka gives you the Spear and provides you with information about other weapons. She also restores your hit points and sends you off to Gaia's Navel.

12 TAKEN ALIVE!



Before you can reach Gaia's Navel, a horde of Goblins may attack and capture you. Fortunately, a blonde girl comes to your rescue and saves you from being the main course at the Goblins' ritual dinner. But before you can learn her name, she runs off. Proceed to Pandora.

13 PATH TO GAIA'S NAVEL

Don't bother to explore Pandora yet. Leave town by the mid-left road. This route should put you back on the path to Gaia's Navel. Visit Kippo Village when you reach it. Increase your armor, and converse with all of the inhabitants to learn valuable clues.

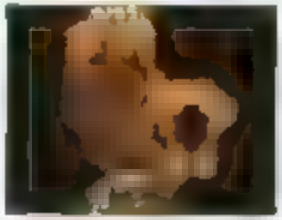
14 TRY OUT YOUR SPEAR

The road to Gaia's Navel is long and filled with a hundred perils. Practice with the spear given to you by Luka as you travel. You need to build the level of your spear up to one, just as you did the Rusty Sword earlier. Keep an eye out for any items dropped by enemies that you could find useful, and build your experience points.

15 ENTER THE CAVE

The forest is the last obstacle you must work through before reaching Gaia's Navel. It is a grim place, home to monsters who fear the light of day. You need all of your skill and courage to survive. Gaia's Navel is a deep cave, so watch for it carefully. When you do find the cave, enter it on the left side to avoid trouble.

16 TRIGGER THE SKULL SWITCH



Depending on your decisions, you may be all alone when you enter the cave, or you may be with an ally. Explore the cave until you find a Skull Switch on the wall. The room beyond is filled with lava and you cannot pass. Stab the Skull with your weapon to trigger the switch beneath. In the next room, grates in the floor swing open and drain the lava.

17 ANOTHER SWITCH

Pass through the room that was just cleared of lava and descend the steps on the far side. Gaia's Navel has many interesting places and items. Explore the cave until you find another Skull Switch. Once you locate it, strike the switch with your weapon to trigger it.

18 SECRET DOOR

You can never foretell what a Skull Switch will do. Often when you trigger one, you cannot see the results immediately. Other actions you perform will also cause mysterious things to happen, so be alert. Once you trigger this second Skull Switch, enter the next room. A portion of the floor has fallen away to reveal a new path.

19 VILLAGE OF THE DWARFS

This hidden route you have found is the passageway used by Dwarfs to enter their village from Gaia's Navel. They are friendly to you, so talk with them. Find Watts, the blacksmith, and have him reforge your Rusty Sword. It costs 100GP but is well worth it. Visit the inn, then find the exhibit hut. A fascinating show is about to begin.

20 THE SPRITE SHOW

Pay 50GP for the first part of the show, then pay an additional 100GP, if you have it, to help the Sprite. After the show, return to the stage and go behind it. Find the Sprite and get a refund.

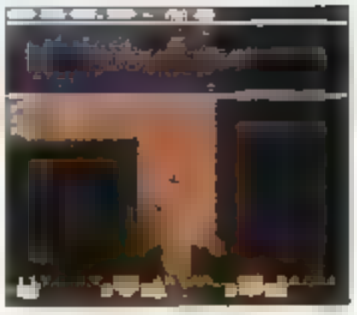
21 BATTLE TROPICALLO

Once the Sprite and the Dwarf have been shamed into giving you back your money return to the village and brace yourself. A tremendous earthquake strikes, shaking up the people and the town. This is a warning to you that Tropicallo, an enemy lord, is about to appear. When you defeat him, the Spear Orb is your reward. The Sprite is unimpressed with your skill but decides to join you when it hears you might be able to help it. The Sprite brings along a Boomerang and Chobin's Bow. You are then asked to go to Elnee's Castle.

22 TO THE BLACKSMITH

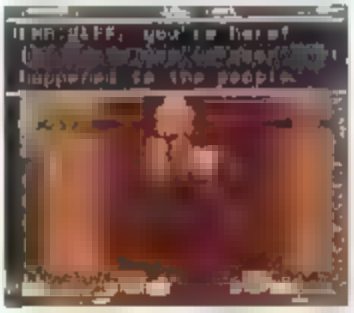
However, before you proceed to Elnee's Castle to dissolve the seal, visit the blacksmith once more. Out of gratitude for destroying Tropicallo, he sells you his own weapon, Watt's Axe. He then creates a new entrance to the Dwarf Village so that others can find it more easily. Before you bid farewell to the blacksmith, ask him to reforge your spear. He is able to raise it to level two. Return to Pandora. This time you will examine the town more closely.

23 THE GIRL



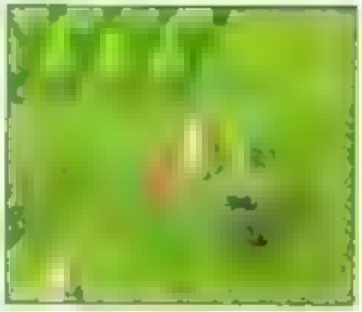
If you haven't already done so, enter the Castle of Pandora, located in the upper right of the town. Search the Castle, talking to everyone, until you again meet the blonde girl who saved you from the Goblins. She will join your quest and aid you with her magic powers. Her boyfriend, Dyack, is missing and she hopes to find him while traveling with you. Once you settle the details with her, go to the left and enter the first room you find. It's King Pandora's chamber.

24 TALK TO JEMA



Jema is already in the King's chamber. He is concerned about recent events in Pandora and, after filling you in, heads out to explore. Talk to the King to gain his perspective. His spy network, greatly reduced since the trouble began, is still functioning and keeping him informed on many issues. Even so, gossip is the best way to learn details, so speak with the people living in the Castle. When you are done, leave town and journey to Elnee's Castle, north of Gaia's Nave.

25 TRAVELLING



Now that you have two partners, you will have to learn how they think and fight, and they must learn about you. Take every opportunity to practice together against enemies so that you know the strengths and weaknesses of the heroines. On your way to Elinee's Castle, stop in Kippo Village and the Dwarf Village. Your allies need to purchase armor and all of you need to fill your packs with items. Be sure to equip your new armor immediately.

26 GEAR CHECK

Before you leave the last town, do a gear check. You should be wearing the Head Gear, Power Wrist, and Spiky Suit. Your armor level will be increased by 24 points with this outfit. The Sprite should have on the Rabite Cap, Power Wrist, and Spiky Suit. This gear should raise its armor level by 25 points. Make sure the girl has the Hair Ribbon, Power Wrist and Kung Fu Dress. Her armor will then be increased by 24 points. Each member of your party should build up the skill level of his or her weapons and all of you should be at level eight or higher. If everyone is properly armed and geared up, lead your party on to Elinee's Castle.

27 THE HAUNTED FOREST

Elinee's Castle lies on the far side of the Haunted Forest. The woods are filled with dread beasts and a hundred pitfalls for the unwary traveler. To find it, go north of Gaia's Navel and look for ten pillars lined up along the road. Walk between them and you find yourself in the Haunted Forest. Work your way through a maze of trees and hordes of monsters until you come to a fork in the road.

28 FORK IN THE ROAD

If you take the left-hand path your quest shall be doomed to failure. Follow the path to your right. Find the unusual symbol set into the ground and stand upon it. A slight earthquake shakes the forest. Once the ground has settled, return to the fork in the road. Now proceed down the left path. Before long you find two towering pillars crowned with grim skulls. These are remnants of the technology and wizardry of the ancient ones, and hold a secret power.

> To guarantee your safe passage you must destroy the skull pillars. Sheathe your sword, take up Watt's Axe and chop them down.

29 ELINEE'S CASTLE

After bringing down the pi. lars, cont e to E nee s Castle Enter it and walk down the hall unt you find a switch set nto the floor

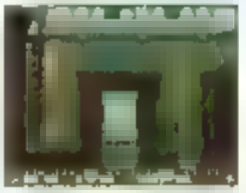
30 USELESS SWITCH

You discover, when you try to throw the switch, that it does not cause anything to hap pen Proceed past the switch and on down the stairs Ex plore this new area until you find Neko locked in a cell with some soldiers. Not sur pr singly, they are very unhappy to be there

31 RELEASE THEM

Ta k to the sol diers to learn how to free them, and let everyone out of the cell Neko was taken pr soner while he was carrying goods to his shop, so he has items to sel. that you might need He wi also save your progress for you. Be sure to talk to the so d.ers too They have nformation about how to make the Use ess switch create a bridge Return to that switch and activate the bridge

32 SLIDING WALL



Continue exploring Elinee's Castle until you find another switch in the floor Step on it and a wall slides away Go on through the passageway

33 ELINEE

When you find Elinee, she runs away Follow her until she is cornered Dyluck is her cap tive, and she sends him to Thanatos Elinee seems a nasty woman, and gleefully te s you about the Empire s p.ans to conquer Pandora Then she escapes and the enemy ord Spiky Tiger attacks

34 BOOMERANG ORB

You receive the Boomerang Orb upon defeating Spiky Tiger You might find your Bow and Arrow helpful in this battle Seek out Elinee once more You see that she is a greatly changed person Apparently, she had been under the control of the enemy lord Thanatos She realizes that she behaved badly and s quite apo ogetic

35 RECEIVE WHIP

Elinee advises you to see the ruins located south of Pandora. Then, to compensate you for the awful things she said and did, she gives you two treasure chests. Take what is in them. Elinee also tells you that you must have Ice Magic to get past the lava in the Dwarf Village. This lava protects the Underground Palace.

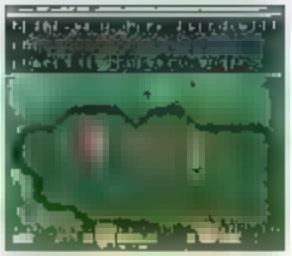
36 RETURN TO WATER PALACE

Go back to the jail and find Neko to save your quest progress, then leave Elinee's Castle. Luka sends you a message that you must return to the Water Palace.

37 A NEW CAVE

Find Luka at the Water Palace. She tells you about Undine, a friend of hers, who is a water spirit. She has not heard from Undine in quite some time, and with all the trouble going on, is worried about her. Luka asks you to go to the cave where Undine lives and see if she is alive and unharmed. Prepare yourself to run into enemies.

38 UNDINE



When you enter the cave, Tonpole, an enemy lord, launches an attack. Keep hitting him so that he can't use Heal Water on himself! Defeat him and receive the Glove Orb. Enter the newly opened cave to find Undine. She bestows her magic on the Sprite and the girl. These two can now cast spells of Water. At the same time, Undine gives you a new weapon, the Pole Dart.

39 RETURN TO GAIA'S NAVEL

When you have assured yourself that Undine is well, and will be safe in her cave, Talk to Luka again, then go back to Gaia's Navel and enter the Dwarf Village.

40 BLACKSMITH

First visit Watt and ask him to upgrade your weapons. Each type of weapon that you have found an Orb for can be forged up to a higher level. By now you should have an Orb for the Spike Knuckle and an Orb for the Boomerang. The Spike Knuckle becomes the Power Glove and the Boomerang becomes Chakram when the blacksmith is through.

41 CRYSTAL CAVE

At the center of the Dwarf Village is a cave with a crystal. Find this cave and enter it. Explore the cave until you find the crystal. It is a thing of beauty, a product of advanced technology. The knowledge of how to utilize a crystal was lost when the ancient ones were destroyed. Now people must use magic on crystals to unlock their powers.

42 ICE MAGIC

Use Ice Magic on this crystal, as Elinee said. You can then enter the Underground Palace, or return to Pandora to search for Dyluck. This decision and all others are yours to make. I have said all that I can, and my time is over. May the gods smile on your quest so that you succeed and restore harmony to our world.

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